

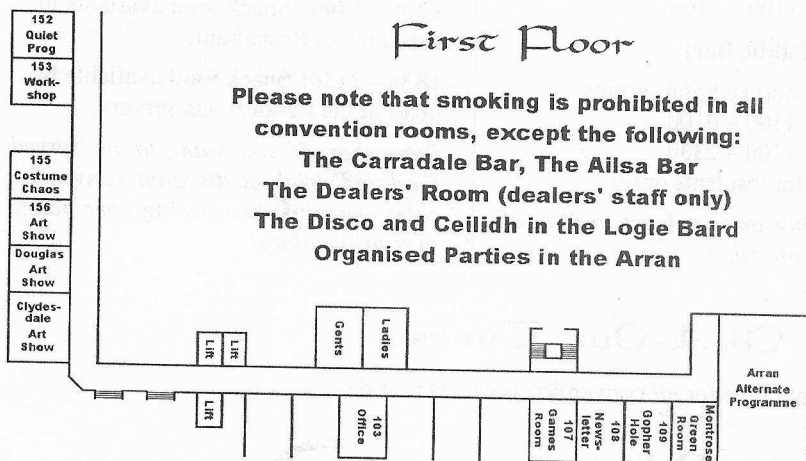
Inside Read-Me

(being a Compact and Useful Guide to
Selected Details of the Convention)

First Floor

Please note that smoking is prohibited in all
convention rooms, except the following:

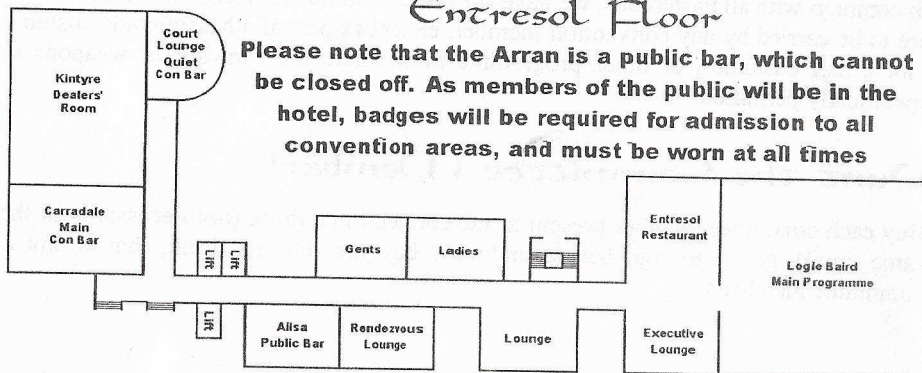
**The Carradale Bar, The Ailsa Bar
The Dealers' Room (dealers' staff only)
The Disco and Ceilidh in the Logie Baird
Organised Parties in the Arran**



Not open remotely to public

Entresol Floor

Please note that the Arran is a public bar, which cannot
be closed off. As members of the public will be in the
hotel, badges will be required for admission to all
convention areas, and must be worn at all times



Opening Times for Food and Drink

Drink

Carradale Bar (Main Con Bar)

Thursday: 1800 – 0100

Fri/Sat/Sun: 1100 – 0100

Monday: 1100 – 2330

Court Bar (No Smoking)

Thursday: 1800 – 0100

Fri/Sat/Sun: 1100 – 0100

Monday: 1100 – 1800

Logie Baird

Fri/Sat/Sun: 1100 – 0100

Ailsa Bar (Public Bar)

Thursday: normal hotel service

Fri/Sat/Sun: 1100 – 0100

Monday: 1100 – 2330

(late drinks for residents only)

Late licensing times subject to City of Glasgow approval.

Sit-down Food

1200 – 1800: Discount meals will be served in the restaurant.

1200 – 1400: 2 course carvery lunch for two people for £7.95.

1830 – 2130: 3 course carvery dinner for two people for £14.50.

Snack Food

1800 – 0000: Sandwiches available in all bars.

1200 – 1400: Snack food available in the Entresol Restaurant.

1830 – 2130: Snack food available by order at the Rendezvous servery.

Remember, if you want to be served food and drink at discount convention rates, you must be wearing your badge in a visible place!

Hotel Check-Out Times

The check-out time for *all* convention hotels is mid-day.

Weapons Policy

In common with all Eastercons, we have the policy that no weapons, real or simulated, are to be carried by any convention member, except as part of a Masquerade costume (*not* a hall costume!) or other programme item where the carrying of weapons is specifically permitted.

Hunt the Committee Member!

Buy each committee member present at the convention a drink (not necessarily at the same time!), get us to sign below, and *we'll* buy *you* one. (A drink, that is, not a committee member.)

Child Members Policy Revisited

(Please don't blame us – we didn't write the legislation!)

We regret having to publicise a policy such as this, but recent changes in the law (particularly as regards Scotland) mean that we must be extremely careful in our dealings with regards to child members of 2Kon.

Since we are charging membership fees for the eight to fifteen age range, we have made sure that at least two hours of programming per day will be accessible to interested Junior members.

However, we are unable to provide any organised child care during the convention, nor can any rooms hired from the Central Hotel by 2Kon be used for this purpose. If we were to do either of these things every single gopher would have to be vetted for childcare purposes. This is obviously unreasonable.

In addition, we would point out that the

convention in general cannot be treated as childminding. Infant and Junior members are expected to be accompanied by at least one adult who is expected to supervise the child on-site at the convention. If the child is on-site the appropriate adult(s) should also expect to be there. We are running the convention for the adult members. We realise that some members are only able to attend if they can bring their children with them, and that most parents and children cause no problems. At some conventions, however, children may be unruly and/or left unsupervised. The 2Kon committee reserve the right to revoke the membership of such children *and their parents* should this become necessary (we hope it won't).

Each child member's badge has been clearly marked with the name(s) of the adult(s) responsible for them. Any complaints about a child's behaviour should first be voiced to the responsible adult(s).

Opening Times

Art Show

The Art Show will be open at the following times:

Fri: 1200 – 1900

Sat: 1000 – 1800

Sun: 0900 – 1000 (limited mob access)
1000 – 1100 (final bidding)
1500 – 1800 (art purchase pickup)

Mon: 1000 – 1200 (artist reclaim)

Dealers' Room

The Dealers' Room will be open at the following times:

Fri: 1400 – 1800

Sat: 1000 – 1800

Sun: 1000 – 1800

Mon: 1000 – 1400

Normal rules regarding food and drink in the Art Show and Dealers' Room apply: unless you're working there, don't bring any in!

Rough Guide to the Programme: Friday

	Logie Baird	Arran	Quiet (152)	Workshop (153)
1300 – 1400				Surviving your first con
1400 – 1500	Opening Ceremony			
1500 – 1600	The Importance of Research in Fiction Writing	Bidding for an Eastercon		
1600 – 1700		Dance of the Planets		Video promo workshop
1700 – 1800	Deborah Turner Harris – The Anglo Saxon Bards	The Other Nostradamus		
1800 – 1900		TechnoBabble - Game	ZooCon part 1	
1900 – 2000		Martial Arts in SF		
2000 – 2100	Salthouse 1	Fabulous Brighton – launch		Bed Time Stories (age – Younger)
2100 – 2200	Salthouse 1	Reading – Guy Gavriel Kay	Launch – James White Award	
2230 – 2300	Reductio Ad Absurdum	Filk		
2300 – 0000	Reductio Ad Absurdum	Filk		
0000 – 0100		Filk		

The John Salthouse Experience –

An Important Note

Due to the popularity of John Salthouse's famous exothermic chemistry* demonstrations, and the limited size of the main programme room, we have instituted a ticketing system to ensure that each fan has a chance to watch one of his lectures. Simply choose which of his two expositions you want to see (Friday 2000 – 2200, or Saturday 1330 – 1430) and pick up the relevant ticket from Registration or the Convention Office. Help us make this a fun experience for everyone!

* - i.e. things that go bang. Loudly. As they say on Blue Peter, lock up your pets!

Rough Guide to the Programme: Saturday

	Logie Baird	Arran	Quiet (152)	Workshop (153)
0900 – 1000	Masque Tech			
1000 – 1100	Masque Tech	State of the Universe		A Rough Guide to Identifying Old Stuff
1100 – 1200	Masque Tech	Daily feedback		
1200 – 1300		AC Clarke Awards examined	The Challenges of a Worldcon Bid: UK05, Make or Break	
1330 – 1430	Salthouse 2	Pilots, Planets & Plasmas		
1430 – 1500	(Tech rebuild the universe)			Fimo Jewellery
1500 – 1600		Film	Reading: Deborah Turner Harris	
1600 – 1700	Guest of Honour: Katherine Kurtz	Film		Behind the Scenes at Time Team
1700 – 1800	They think I Have News for You All Over		BSFA AGM	
1800 – 1900				Robot Building
1900 – 2000			What About England?	Robot Building
2000 – 2100	Masquerade	Technobabble Quiz	ZooCon part 2	Robot Building
2100 – 2200	Masquerade	The Bardic inheritance: Is Giles the Modern Merlin?		Robot Building
2200 – 2300		Story Telling		Storytelling with Role Playing
2300 – 0000	Ivans' Disco	Story Telling		
0000 – 0100	Ivans' Disco			
0100 – 0200	Ivans' Disco			

Rough Guide to the Programme: Sunday

	Logie Baird	Arran	Quiet (152)	Workshop (153)
1000 – 1100		Daily feedback	Masquerade debrief – Costumers and Tech (in Chaos Costuming)	Last minute Robot Building
1100 – 1200	Site Selection	State of the Universe	Archers Omnibus (to 1115)	Last minute Robot Building
1200 – 1300	Future Cons	Art Auction		
1300 – 1400	Guest of Honour: Guy Gavriel Kay	Art Auction		British Grand Prix
1400 – 1500			Not the A C Clarke Awards	British Grand Prix
1500 – 1600	George Hay Memorial Lecture			British Grand Prix
1600 – 1700		Film	Poetry Reading	
1700 – 1800	Cyberdome	Film	Poetry Reading	
1800 – 1900	Cyberdome	Tolkein the High Modernist		World Premier - Captain Tartan the Video
1900 – 2000		Book Auction	ZooCon part 3	
2000 – 2100	Ceilidh	Book / UFF Auction		Technical Tall Tales
2100 – 2200	Ceilidh – Awards Ceremony during interval	UFF Auction	Reading: Katherine Kurtz	Bed Time Stories
2200 – 2300	Ceilidh	Let's Kill the Cute Kid		Bed Time Stories
2300 – 0000	Ceilidh	Ultima Thule		
0000 – 0100		Story Circle / Filk		
0100 – 0200		Story Circle / Filk		
0200 – 0300		Story Circle / Filk		

Rough Guide to the Programme: Monday

	Logie Baird	Arran	Quiet (152)	Workshop (153)
1000 – 1100		State of the Universe		
1100 – 1200			Heraldry Workshop	
1200 – 1300				
1300 – 1400	Feedback			
1400 – 1500	Closing Ceremony			
1500 – 1600	Teardown	All Arran events move to the Carradale Suite		
1600 – 1700	Teardown	Guilia's Post-con Quiz		
1700 – 1800	Teardown	Greats Wake / Amateur Video Night		
1800 – 1900	Teardown			
1900 – 2000	Teardown			

The Phlosque Award:

Must it die this Easter?

Here, in the elysian fields that is the home of fantasy artwork, gambol vast herds of solitary moonlit Unicorns, above, on the breathtakingly non-geological rock formations sit the pensive, majestic, philosophical and cute Dragons in thick broiling whimsy whilst, far, far below gambol the carefree, subtly erotic and yet strangely metaphorically charged fairie folk. Every move, pose and activity of these enchanted beings holds a charge, a blue-glowing immanescence of universal, and yet, so very personal significance. Though these creatures live far beyond our ken, in a world reliably and quotably beyond the

imagination, yet they are strangely familiar, trustworthy and sufficiently mud-free to be allowed into our homes, our hallways, our sacred bookcases and our toilets – Into our very hearts themselves, like a very precious jewel with a certificate of authenticity.

This, then is the domain of Phlosque. Here, and here alone might the unique and ridiculously specifically adapted Phlosque Award glean sustenance. The Phlosque Award, simple and yet noble creature that it is, may hunt a herd of Phlosque for hours, sometimes even days at a time before finding its prey - usually at the watering holes of SF convention art shows. Stalking patiently

upwind, it marks its prey... the most splendid, the most outrageous, the most blatant of the assembly. There is a rush, a struggle, a flurry of explanations and aesthetic caveats and then either the Phlosque Award is awarded for another year or it must go on, seeking out another subject for fear of legal action.

The Phlosque Award has been going for six years now, but without your care, the supply of suitable fantasy artwork may dry up and the Phlosque will be starved of it's only sustenance. Please remember; a Phlosque Award can live on only the very best of fantasy artwork, executed in pure isolation from the mundane world of nature or the unusual. So, please, if you care, vote a piece of artwork for the Phlosque Award today, and save a very magical species from being lost to us forever. Otherwise, why not just produce some Phlosque yourself? Together we can keep this splendid creature from oblivion and allow it to nuzzle forever in our hearts.

If either you or a close relative would like to save the Phlosque Award from

extinction by nominating a piece of artwork (Which you consider good, and an inspirational example of the artform. With Significance - not a bad piece of artwork) at the Artshow. If you would like to adopt a Phlosque Award for Christmas, please write to us, giving your cheque guarantee number and we will put you in contact with one of our many unwanted pieces of plastic.



SMS: The Phlosque Award Foundation. Osaka. Los Angeles. Rochdale.

Riot Act

The chairman's decision is final!